• Challenges, Definitions

To address a proper solution we will be going through all system constraints, thus counterchecking our solution can be checked against all these aspects

UX Issues

For instance, we could say, if we were to create a special torchlight with a touch button, most users would struggle to understand how and where to turn it on, for instance, as this will be an uncommon UX approach. Thus innovation/disruption comes at the costs of having to provide training as well.

• Challenges, Definitions

To address a proper solution we will be going through all system constraints, thus counterchecking our solution can be checked against all these aspects

Hardware Issues

Other issues come from the physical boundaries/limitations of the system.
Provided the torch is self charging from sunlight, we would have to assume the user leaves in the sunlight long enough for it to recharge, but what about the small surface ?
The torch light would have to be flat to guarantee a bigger recharging surface, thus hindering the battery storage capacities for long periods (due to the non cylindrical like, but lithium-friendly new model).
The same applies to such eyewear.
Besides having UI/UX issues, clear issues arise from hardware limitations.
We will be reviewing all of these issues and seeing how to scale such iOS APP